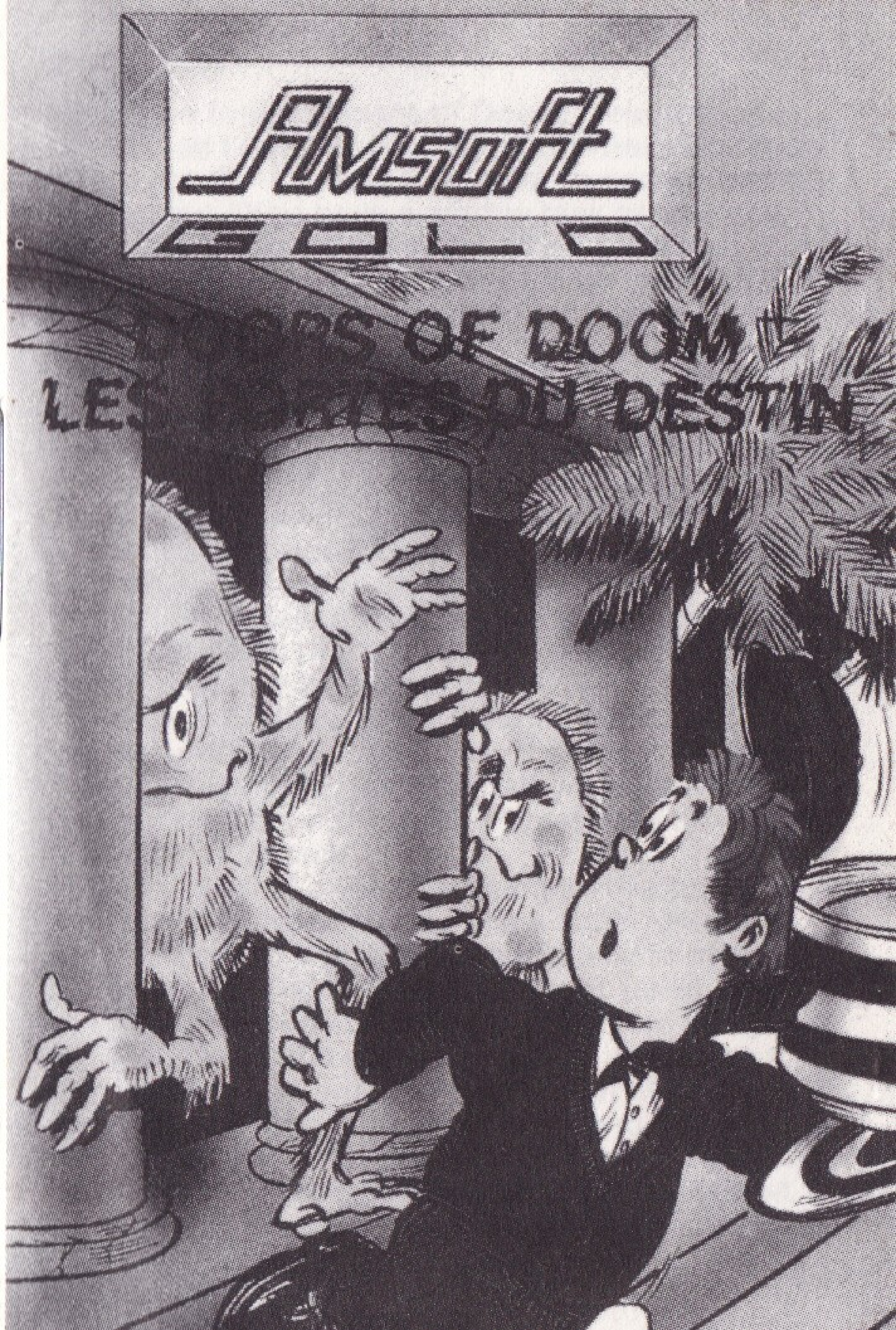

Amsoft
GOLD
OF DOOM
LES DU DESTIN

SCENARIO

"Welcome to the planets of Doom." resounded in my ears, as I came to my senses. "What's going on!! Where am I??" I yelled, trying not to curl up and cry for Mummy. "You have a mighty task before you." came the disembodied voice, "You, of all the teeming millions on your planet, have been chosen by us to represent your race. The Doors of Doom await you!"

"Wait a minute . . . what are you talking about . . . what doors of doom?? This couldn't be happening, there I'd been quietly sitting at home, playing on my Amstrad, when all of a sudden I felt faint. Next thing I know I'm somewhere north of Watford, having a rather one sided conversation with some raving lunatic!!

"The time has come for your race to progress or destroy itself." came the voice again, "We can help you to grow in the Galactic Mind. These planets of Doom have been used for millennia, to test the courage and resourcefulness of beings much like yourself. Your body remains, but your spirit is here. You must defeat our robots and retrieve the Pieces of The Three Doors."

Humour it, that's the best thing so I've heard. "I suppose your going to give me a multi-function weapon system, that lets me zap away to my heart's content, gives me the power of flight, paralyses robots (if there's a Q in the month), floats things up into the air, shields me from nasties and when it really gets rough, will teleport me out of trouble, whilst playing the national anthem and making cups of tea with both arms tied behind its back, eh??" Well if you're talking to a loonie, why not go a bit O.T.T. yourself?

"The weapon you have specified is now at your disposal." replied the bodiless being. "Unfortunately, at such short notice, there is one minor imperfection. The weapon systems, are contained in separate modules scattered around each planet and will follow you from planet to planet. The teleporter system is malfunctioning and every time you use a weapon system, it will be teleported away from you. We have, however, been able to prevent this from happening to your laser."

"Fond as you creatures are of infusions of crushed and dried vegetable matter, we have disguised a number of energy pods as cups of tea! These have been placed around each planet and may be used to top up your energy pack." it continued. "Most of the robots, have been programmed to guard the Pieces of The Doors, the rest to home in on your energy pack. They will not follow you through a door to the next planet." It said. "They will attempt to drain you of energy. If they do so, you will have failed and Homo Sapiens will be left to destroy itself in nuclear conflict."

"You will be able to move freely between the three planets," came the voice, "merely walk into the centre of a door at it's base. Be warned, if you are using a weapon system when you walk into a door, it will not be placed on the new planet, but lost in limbo! Should you manage to retrieve the pieces of all Three Doors and destroy all the robots, then proceed to the base of a Door, where the rebirth of your race, into the Golden Age, awaits you . . ."

Now I'm not a particularly brave person, elaborate suicide plans I could do without. I'm going home!!

On the other hand, I'd better start doing

something about these robots that have materialised all around me. Now what did it say . . . ?"

Doors of Doom Plus was, just like that mega-game Doors of Doom, written by John Line of Gem Software. It was not, however, penned within the padded confines of an ancient Victorian building. It was conceived and created in the steaming jungles of South America, where I had gone in search of an ancient Bolivian potion. This ancient remedy was reputedly able to cure the bits of me that had been caught in the Doors, when I played Doors of Doom!!

LOADING INSTRUCTIONS

Reset the computer by holding down the CTRL, SHIFT and ESC keys together in that order.

Insert the Doors of Doom disc into the disc drive (drive A/O for those of you lucky enough to have two drives), then key in the following:–

RUN"DISC

and press ENTER.

PLAYING INSTRUCTIONS

You will be greeted by a title screen, followed after a while by a high score screen, then an instructions screen. These three screens will follow, one after the other, until you press a key.

You will now see a 3 or 4 choice menu:–

A . . . . Play The Game
B . . Design Some Scenery
C . . . . Load Scenery
D Restore Master Scenery

Option D will only be presented, if you have used

option C at some time before.

You will be asked to either:–

Press A, B or C

or:–

Press A, B, C or D

In the instructions below, we will deal with each choice separately.

N.B. When playing Doors of Doom Plus, whichever CPC computer you own, you should not remove or change discs, unless the program tells you to do so. The game knows if a disc is in the drive, it also knows whether it is one of your discs, or the Doors of Doom Plus disc. If at any time, during your use of Doors of Doom Plus, the program stops for no apparant reason just after accessing the disc, please apparent press the R key. This may occur after inserting or removing a disc when you have not been told, by the program, to do so, or by not inserting a disc in a firm manner.

OPTION A – Play The Game

The game can be played at one of three difficulty levels. These determine how many laser hits it takes to destroy a robot, also how much energy is received from a cup of tea. Level 1 is relatively easy and should be used at first. However, for more of a challenge, and more of a score, level 2 is recommended. Level 3 can only be used by macho newspaper reporters, who have a penchant for dressing up, with their bright red underpants over their pretty blue tights, thinking that they've got super powers!! Zapping robots may be fun, but to beat this game, you will need to think hard about your strategy.

You control the gameplay by means of a joystick and/or the keyboard, the controls are as follows:–

Required Action	Keyboard	Joystick
Walk left	Q, E, O or @	Left
Walk right	W, R, P or [	Right
Jump up	A or]	Up (away from you)
Use Weapon System	Z or \	Down (towards you)
Fire Laser	Space bar	Fire button
Scroll the scenery	Left/Right cursor keys	
Select Weapon System	Up/Down cursor keys	
Hold Game	H	(use keyboard)
Restart Game (when held)	Any key	Any
Abort Game	ESC and COPY together	

N.B. When using the 'Levitate' Weapon System:–

Up	A or]	Up
Down	Z or \	Down

After you have selected the level of play, the computer will load the game from disc, and also the scene it has decided to start you on. (If you have a CPC6128, the other two scenes will also be loaded at this time.)

You will now be on one of the three Planets of Doom, all you have to do is beat the robots and collect all 24 pieces of Door!! Simple isn't it!!

When you change from one planet to the next, by walking into the bottom of the doors, the game will need to load in the next planet's definition. On a

CPC6128 this is done very quickly, because all 3 planet definitions are kept in the second 64K chunk of memory. On a CPC464 or 664 however, the program will need to access the disc to load the relevant file.

When you have finished the game, if you have a high score, you will be able to enter your name onto the roll of honour. After you press ENTER, the roll of honour will be saved to disc.

Good luck!! Try not to take too many Vallium!!

OPTION B – Design Some Scenery

The Doors of Doom Plus Scenery Designer program, allows you to design your own scenery for use in the main game. You can do this in one of two ways, firstly, you can use the "character sets" provided in the game's scenery files, or, if you have purchased Amsoft's Shape and Sound utility program (Soft 06037/07037), you can even use your own "character sets"!!

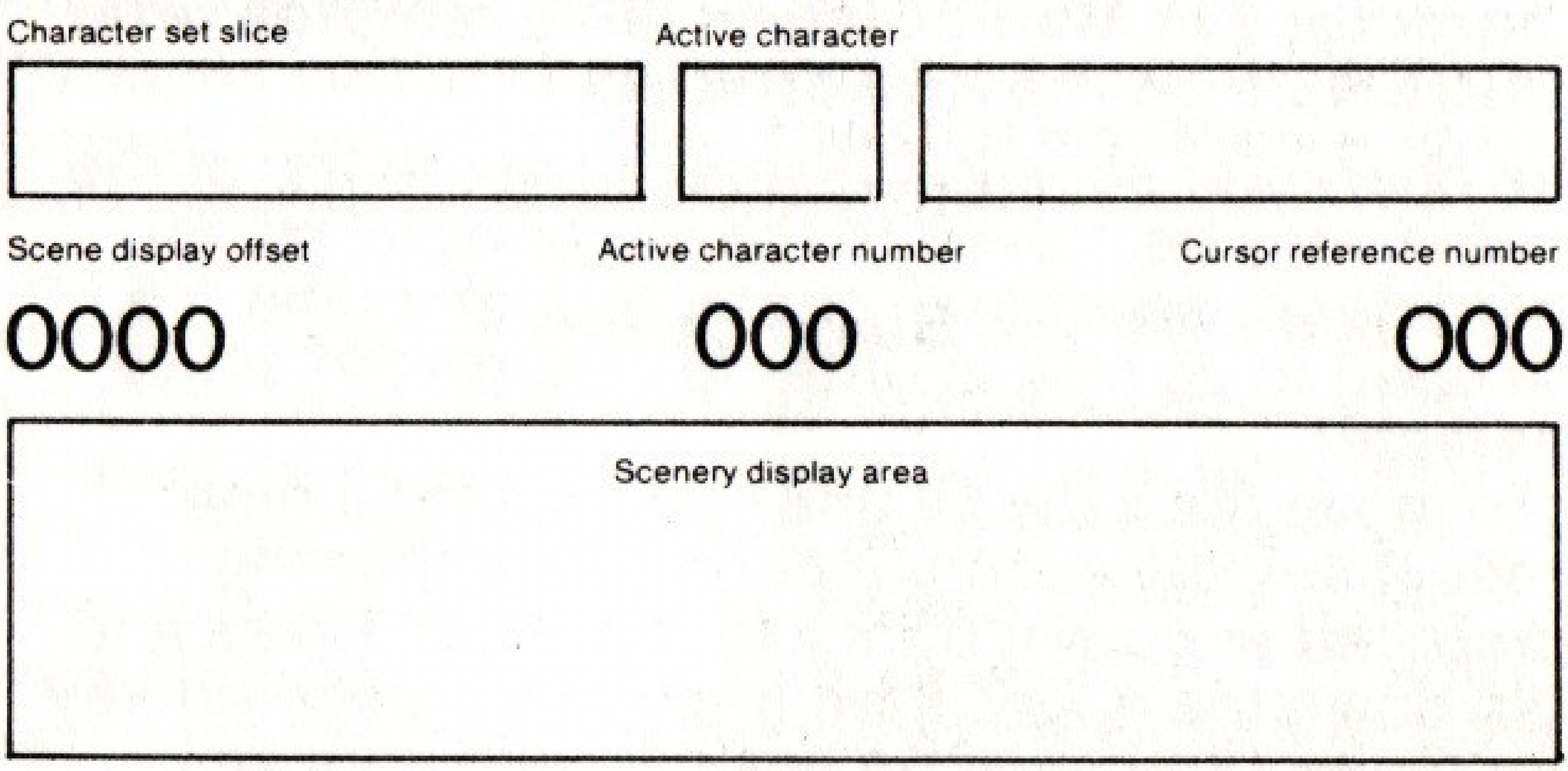
Having chosen Option B, the computer will now run the Scenery Designer program. If you are using a CPC6128, this program will already be in memory, otherwise, the file will be read from disc.

When the program has loaded, the screen will clear and you will be asked to amend/enter the name of a scenery file. You can either use one of the three scenery files supplied with the game (their names are SCENE1/SCENE2/SCENE3), or you can use a scenery file of your own, from your own disc. Whichever is the case, ensure that the correct disc is in the drive, amend the file name on screen and press ENTER. N.B. You will not be asked, by the program, to change discs. This is one of the few times when the program cannot decide

what disc is required. It is up to you, to ensure that the correct disc is in the drive, before pressing ENTER.

When the scenery file has been loaded, the scenery will be displayed on screen. You may now proceed to create your scene.

Screen Layout



Running across the top of the screen is a 17 "character" slice, of your "character set". The central "character" is isolated and will be referred to as the "active character" from now on.

Immedatiely above the active character, is a horizontal bar. The purpose of this bar, is to highlight the position of the active character.

Below the character display are three numbers. Going from left to right, these are as follows:–

1. The scene display offset. This number is shown in hexadecimal and is only there to act as a guide, to your position within the scenery.
2. The active character number. This gives you the reference number, of the active character, displayed above.

3. The cursor reference number. This tells you the reference number, of the character underneath the cursor.

The rest of the screen is taken up by the scenery display area. Within the display area, you will see a flashing square cursor.

Character Set Manipulation (all examples refer to SCENE1 on the Amsoft disc)

The character set slice, displayed at the top of the screen, may be moved to the left or right, by one character or seventeen characters, at a time. You will need to do this, in order to change the active character.

To move the slice by one character at a time, press the A key in conjunction with either the cursor left or cursor right key. Try it out. Press and hold down the A key, then press the cursor left key four times. (You must be positive with your key depressions, otherwise the program may miss them!!) The character slice should have moved, with the first of the four "skull" characters now showing as the active character. The active character number should also have changed, to show a value of 171.

To move the slice by seventeen characters, you should press the A key, the TAB key and cursor left or right key, in conjunction. Try this as well. Press and hold the A key, then press and hold the TAB key, now press the cursor right key once. You should now see a grey and magenta piece of stonework, in the active character position. The active character number should be 013.

There are a total of 175 characters in the character set, numbered from 000 to 174. The

character set slice 'wraps round', so to select character 003, as the active character, when the current active character is number 167 say, you do not need to go all the way down, but can move up past 174 to 000 and on to 003.

Scenery Display Manipulation

The same sort of key sequence is used to move the scenery display. To move the scenery display by one character at a time, press the D key and the cursor left or right keys together. Have a go! Press and hold down the D key, now press the cursor right key twice. The scenery will have moved, the leftmost two characters worth will have gone and on the right, two characters worth of scenery will have appeared. The scene display offset will also have changed, it should now show 0014. You may also have noticed that the cursor reference number has change from 000 to 117. This is because a new character is now beneath the cursor (a yellowy piece of sandstone). Verify that this is character 117 by 'scrolling' the character set slice until character 117 is at the active character location. It's the same as the character beneath the cursor, isn't it!!

You can also move the scenery display by a full 'screenful' at a time. This is done by pressing and holding the D key, then the TAB key and then the cursor left or right key. Go on, try this as well. Press and hold down the D key, now press and hold the TAB key, lastly press the cursor right key four times. The scenery should now show two sections of water crossed by bridges. The scene display offset should read 0334 and the cursor reference number will now be 000.

Just as the character set display wrapped round, so does the scenery display. There are some 25 and a bit screenfuls, representing about a mile's worth of each of the three Planets of Doom.

Cursor Movement

Before getting on to scenery creation, there's one last thing to cover; moving the cursor around the screen. The cursor is a flashing orange square, that can move around in the scenery display area. The cursor keys are used to move it about the screen. You can use two cursor keys together to move the cursor diagonally, if you want.

Scenery Amendment and Creation

At last we get down to the nitty-gritty. The relationship between the active character and the cursor, is that the active character, can be copied to the cursor position, by simply pressing the C key. In this way, you can select characters and copy them to the scenery, to modify the scenery, or create new scenery, to your heart's content. You can press the cursor keys in conjunction with the C key, to leave a trail of the active character behind the cursor.

This technique is very useful with the B key. Pressing the B key will 'blank' out the character, in the scenery display, beneath the cursor. Used in conjunction with the cursor keys, it is a much quicker way of 'deleting' unwanted scenery, than selecting character 000 as the active character, then pressing the C key.

The program provides you with a quick way of deleting an entire screenful of scenery at a time. To do this, press and hold the CTRL key, then press the Z key.

Restrictions on Scenery Amendment/Creation

You will not be able to copy character 130 to the scenery. This is the character used to make up the Doors of Doom themselves, and as such is only allowed to be present in a specific place on each scene, where the doors are assembled during the game. You will not be able to 'blank' out, or overwrite, the doors themselves. Should you try to do so, the program will replace them.

Characters 131 and upwards, are used as 'animated' characters. Each 'animated' character is in fact, a group of four characters. You will only be allowed to copy the first, or fourth, character of each group of four, to the scenery. If you use the first character of a group, the animation sequence will be 1/2/3/4/1/2/3/4 etc. If you use the fourth, the sequence will be reversed.

The rules used by the Doors of Doom Plus program, when it scatters it's cups of tea, super weapon modules and pieces of door, at the start of each game, are very precise. Each object is placed in a blank character position, immediately above a non-blank, non-animated character. Your scenery must allow the program to find enough such locations (please see below).

Saving the Scenery

When you have finished your scenery, you may save it to a scenery disc of your own. This is done by pressing and holding the CTRL key, then pressing W.

The screen will clear and the scenery will be checked to ensure that sufficient locations exist, for object placement. If the scenery is all right, the

following message will be displayed:–

Scenery O.K.

If there aren't enough locations, you will get the following warning:–

Doors of Doom will not work with this scenery!!

Whether your scenery is valid, or not, you will now be presented with a Scene File Name. Amend this to the name that you want, then press ENTER. You will be asked if necessary to insert a disc of your own. After saving, the screen will change back to the normal display.

Reading in a Scenery File or a Shape file

Press and hold the CTRL key, then press the R key.

You will be presented with a 2 choice menu:–

1. Read Scenery File, or,
2. Read Shape File?

Press either 1 or 2.

Reading in a Scenery file – Option 1

This is exactly what you did, when you came into the Scenery Designer program in the first place, as such it is explained above.

Reading in a Shape File (Character Set) – Option 2

This can only be done, if you have created a new set of characters, using the utility program 'Shape and Sound', written by Gem Software, published by Amsoft.

The screen will clear and you will be presented with a Shape File Name. Modify this file name as

necessary, then press ENTER. You will be asked to remove the master disc and insert your own disc.

When loaded, the display will change to give you the character set slice, at the top of the screen, the shape file will be displayed in the scenery display area.

You can now copy characters from the scenery display area, into the character set, in the following way:–

Firstly, move the cursor to the desired character, in the scenery display area. Then, scroll the character set slice, until the desired un-wanted character is in the active character position. Pressing the C key, will copy the character beneath the cursor, to the active character position, in the character slice. (N.B. This is the exact opposite, of the way things would happen, during scenery amendment/creation.)

When you have finished copying new characters, press the ESC key to return to the Scenery Designer.

Restrictions on Changing the Character Set

There is only one real restriction. You are not permitted to copy a character to the 000 position, as to do so, would make Doors of Doom Plus unplayable!!!

The only other 'restriction' is that the palette of colours used during the main game is fixed. Whilst using Shape and Sound, to design new characters, you must work with this palette. This is the same as the default palette, as used by Shape and Sound, whose values are as follows:–

Ink No.	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Value	0	1	2	3	6	4	8	9	18	10	20	12	24	13	26	15

The border is set to a value of 6. None of the inks flash.

Quit the Scenery Designer

To return to the main program, press and hold CTRL, then press the Q key.

You will be asked to verify this by pressing Y, before the Scenery Designer will pass control back to the main program.

Scenery Designer – Quick Key Reference

Required Action	Key(s)
Scroll character slice 1 char.	A with cursor left or right.
Scroll character slice 17 chars.	A with TAB and left or right.
Scroll scenery display 1 char.	D with cursor left or right.
Scroll scenery by a screenful.	D with TAB and left or right.
Cursor movement.	The four cursor keys.
Blank out a char. in the scene.	B.
Copy active char. to scene.	C.
Delete a screenful of scenery.	CTRL with Z.
Write scenery to disc.	CTRL with W.
Read character shape file.	CTRL with R (option 1)
Copy char. to active char.	C.

Return to scenery designer.	ESC.
Read scenery definition file.	CTRL with R (option 2)
Quit the scenery designer.	CTRL with Q.

OPTION C – Load Scenery

This option allows you to load your own scenery, onto the Doors of Doom Plus master disc.

If necessary, you will first be asked to insert the Doors of Doom Plus master disc, so that it can be written to.

You will now be asked:–

Enter Name of File #1 . .

Type in the filename of the first of your three scenery files, then press Enter. You will be asked to remove the master disc and to insert your disc. When the file has been loaded into memory, you will be asked to remove your disc and to insert the master disc. The program will then inform you that it is saving the scenery file.

This process will be repeated for File #2 and File #3. You MUST have three of your own files to load. You will not be allowed to finish with Option C, until three files have been loaded. (Should you wish to change only one file, make copies of the other two files, using Option B, onto a disc of your own. Create the scenery file that you want, yet again using Option B. You can now use option C to load your scenery. The fact that two of the files are copies of the originals, is totally irrelevent.)

When you have completed the loading of all three

files, the program will prompt you with:–

O.K. Press Any Key . . .

When you press a key, you will be returned to the Doors of Doom Plus title screen.

OPTION D – Restore Master Scenery

This option allows you to go back to the original scenery supplied with Doors of Doom Plus, after you have loaded your own scenery.

The program will tell you that it is:–

Restoring Master Scenery

When it has done this, the program will prompt you with:–

O.K. Press Any Key . . .

before returning to the Doors of Doom Plus title screen.

!! WARNING !! VERY IMPORTANT!!

Never save anything to the master Doors of Doom Plus disc (except when in Option C as above). Never remove the master disc when the program is in the middle of doing something with the disc.

Never, ever, wear your underpants (or knickers) outside your tights (or trousers), when playing the game, unless you do have super powers (or very understanding, or kinky, friends)!!

This concludes the instructions for Doors of Doom Plus and it's accompanying Scenery Designer. We wish you luck with the game and lots of fun designing your own scenery. Remember the fate of the human race is in your hands!!

Doors of Doom Plus is more than just the best game you have ever bought for your Amstrad. Not only do you get the game itself, but on the disc is a program that allows you to design your own scenery for the three planets of Doom!!